IMPERIUM GALACTICA

INSTRUCTION MANUAL

DOS/PC
CD-ROM

DIGITAL REALITY

GT Interactive Software

04-11789M

CONTENTS

Welcome to Imperium Galactica, the game of colonization, diplomacy and conquest in space. You are a young lieutenant in charge of a sector in a distant solar system. As you rise through the ranks from Lieutenant to Grand Admiral, you will rebuild a colony smashed by rebellion, battle space pirates, develop ground-breaking technology, and make crucial contact with alien races. You will control ground battles as well as space battles, managing resources and bringing peace to an area in the grip of chaos.

To succeed, you will need fortitude, cunning, and presence of mind. Only a select few will reach the rank of Grand Admiral and even fewer will emerge victorious. Good luck.

GETTING STARTED
System Requirements:

• 486DX4 100mhz, Pentium or higher
• 8 Megabytes of RAM (16 Megabytes of RAM if using Windows 95)
• Minimum 550K free Conventional Memory.
• SVGA Video Card with 1MB of RAM (VESA 1.2 Compatible)
• SoundBlaster (2.0) and 100% Compatible cards
• 4X CD ROM drives • 65 MB of HD space • Mouse with driver loaded

Software Required:
MS-DOS 5.0 or higher (preferred operating system).
Will run under Windows 95 if restart in DOS (device drivers may be required)
Will run under Windows 95 Icon (reduces performance. EMM386 must be disabled on some machines).

Installation DOS
Imperium Galactica needs to be installed from DOS. If you are running any other operating system, you will need to switch to DOS first. Then follow these instructions:

1. Insert your Imperium Galactica CD1 into your CD ROM drive.

2. While in DOS, type your CD-ROM drive letter, (typically D:) and press <ENTER>.

3. Type INSTALL.EXE and press <ENTER>

4. Follow the onscreen instructions.

Installation Windows 95
1. Click on "Start", then highlight "Shutdown."

2. Select "Restart in MS-DOS mode?" from the menu. Then proceed as listed above. If your computer does not load sound or CD-ROM drivers please contact your Hardware Manufacturer for help in loading these files.

3. Alternatively, double click the INSTALL icon on the Imperium CD (Note: DOS installation is preferred option).

Setup

After you have installed the game, you can choose to configure your sound card manually or have your computer detect it automatically. Note that on some computers auto detect might freeze your system; if this happens you may need to configure your sound card settings manually.

If your audio driver is not listed, or if you are unsure of the specific audio driver you have, please contact your hardware manufacturer for assistance.

Once you have configured your sound system, click the Save and Exit button. If you wish to change your sound settings at any time in the future, type Setup while in the Imperium directory and press <ENTER>.

If you experience split screen effects during animations, change the video mode in Setup.

Starting the Game

1. From the DOS prompt, type CD Imperium to go to the Imperium Galactica directory. If you have installed the game in a different directory (e.g., Games), then you will need to type that directory name instead.

2. Type IMPERIUM and press <ENTER>

3. Alternatively, Windows 95 users can double click on the IMPERIUM icon in the IMPERIUM (or installed) directory. Please note that running the game this way leads to reduced performance and may require the removal of EMM386 from you CONFIG.SYS file.

The startup screen presents you with the following options:

Start New Game: Click this option to start a brand new game. You have a choice of the following difficulty levels each time you start a new game.
   Normal: Your ships will automatically be equipped with the best lasers and guns;
   Hard: You will need to produce and equip everything yourself; your colonies will have less income; your spaceships will have weaker shields; the aliens will be more aggressive, faster, and will have higher artificial intelligence.

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Load Game: Click this option to load a saved game. To load a game, click

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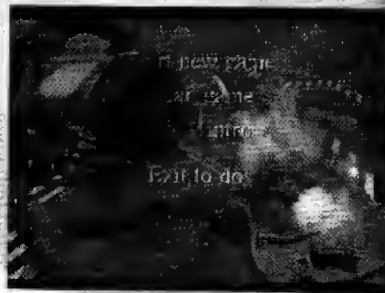
the game you wish to load, and click Load.

View Intro: Click this option to view the introductory sequence.

View Title: Displays the opening sequence and the title animation with the credits.
Exit to DOS: Click this option to return to DOS.

Options Screen (ESC or O)

The Options screen allows you to customize a number of the screen displays and other gameplay elements. Press ESC or O at any time during gameplay to enter the Options screen. Exit Options by clicking the right mouse button.

The upper part of the screen provides access to these options:

Building name: Displays building names on the colony screen (Default: ON)

Building damage on colonies: Displays building damage as a percentage (Default: ON)

Building damage during ground battles: Displays building damage during ground battles only. (Default: ON)

Auto scroll: During ground battles, the screen scrolls automatically as you move the mouse to the edge of the screen. If it is set to OFF, you have to press the right mouse button at the edge of the screen to scroll the view. (Default: ON)

Building auto repair: If this option is ON, all the buildings on your colonies are repaired automatically. Use this only if you have plenty of cash. (Default: OFF)

Tax Info: Gives you a daily report of your financial status. (Default: OFF)

Ship animations: You can turn off the spaceship interior movement animations and the satellite deploying animations by selecting OFF. (Default: ON)

Computer Voice: You can toggle the computer voice ON or OFF with this option.

Equip tanks after ground battles: If this option is ON, the Equip screen will be displayed after each ground battle, allowing you to replenish the tanks on the attacked colony.

Equip spaceships with bombs/missiles automatically: If this option is ON, after each battle the computer will automatically replenish the missiles or bombs onto the flagships, provided they have been previously produced, and are in stock.

Load: Click on a savegame slot, and then Load to load a game. The date the game was saved is also displayed, making it easy to locate your latest saved game.

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Save: Click on a savegame slot, enter a name for your game, and click the Save icon to save the current game. The game's autosave feature automatically saves your game in the last slot every two days of game time.

Exit: Exits to main screen.

Music: Adjust the music volume.

Sound: Adjust the sound volume.

Speed: Adjust the speed of ground battles (some high-end machines may be too fast).

Tip: If you are unsure which settings to use, we recommend using the default options until you feel comfortable experimenting with the other settings.

About this Manual

This manual is designed to explain the controls and ideas behind Imperium Galactica. Take the time to leaf through this booklet, even if it's only to look at the pictures. Specific help is also available in the game, via the Help option on your Database terminal in your stateroom. In addition, we have included a Quickstart Help section (below) to help you get into the game. If you are having trouble getting past the first mission, you may want to turn to that section for specific instructions.

PLAYING IMPERIUM GALACTICA

Overview

You begin the game as a Lieutenant, charged with restoring peace to a newly discovered sector. As you advance in rank, your missions and objectives become increasingly more challenging. In addition, you gain access to new technologies and weapons, and greater control over the resources at your disposal. You decide how to balance colony management, warfare, research and production. Later in the game, specific missions are replaced by a general objective, that of sustaining the Old Human Empire. How you achieve that objective is entirely up to you: through brute force or your diplomatic skills.

You will encounter seven distinct alien races during the course of the game, as well as two human renegade empires — the Alliance Of Free Traders and the Free Nations Society. If you achieve the rank of admiral, these races will act on the basis of their intelligence, resulting in a unique game each time you play.

You start on a Destroyer class ship, and work your way up until you gain command of a giant flagship. Each ship's architecture is different, and each provides a variety of activities. On the bridge you can read your messages or access a variety of information screens (equipment, starmap etc.). In your stateroom you can search your database for information about alien races, your ship's map, and the on-line help system. You will also be able to interact with people on board ship by visiting the Local (the ship's bar).

While on board ship, you move around by clicking the mouse in the

required direction. Your mouse pointer changes to an arrow if there is an exit to the side of the screen. Clicking the right mouse button takes you directly to your destination, while clicking the left mouse button displays an animated fly-through as you move from point to point. If your pointer changes to a crosshair, this means you can click on one of the monitors and enter the specific screen. The available screen's name will appear in the upper right hand corner.

Quickstart Help

The following is a step-by-step walk-through of the first two missions. Seasoned gamers will probably want to skip this section and tackle the game on their own, but if you're a beginner you may find it helpful in getting you started.

Tip: You can check out the Fire Brigade's description by entering pause mode and pressing the icon at top or by pressing Spacebar-F7 and then clicking on the building's icon.

First, whenever you receive a message, you should return to the commander's bridge and click on the Messages window. You can reach the bridge by the appropriate icons, by pressing F1, or by clicking on the lower display panel on the bottom of the screen.

Your primary objective at the start of the game is to restore the damaged colony on Achilles. Click on the starmap (or press F2), and select the Achilles planet. Double-click it to view its surface. You will find the colony in flames, so you should start by repairing the buildings. Don't repair all of them at once; select the most important ones first and worry about the rest later. Above all, make sure that the Nuclear Generator, the Radar and the Colony house are restored to normal. The Radar will search for ships in its range (which will help you later on). After that repair the church, the fire brigade and the military spaceport, and the police station. (Restoring the church and the police station will improve the people's morale). You will also want to repair their homes and to restore electricity.

If the people living on the colony are still unhappy, you should lower their taxes. To do this, you need to enter the information screen (F7) and select Planet Info. On this screen, you will find the TAX+ and TAX- buttons. Press TAX- to decrease the tax.

If you receive a request for help from a friendly ship, enter the Starmap and attack the dark red ship. On the Starmap the gray ships are traders and the dark red ones are pirates. First, select your ship (shown in orange-yellow) by clicking on it. Next, click the Attack button and then click the pirate vessel. Or you can hold down the CTRL key while you right-click the pirate vessel to attack it. Remember, however, that it is not always the best policy to pick a fight. In some instances, you may simply want to guard the threatened ship instead of attacking the enemy.

Once you have started your attack, the Spacewar screen appears. You should first pause the spacewar with the pause icon (or press the Spacebar). After you have paused, you can still view your battlefield and

make decisions. You can select units to attack the enemy, or force units to retreat. While in pause mode you can click on the spaceships with the left mouse button to display that ships description in the ship status window. This will help you to identify the ships. You can zoom in using +/- or the ZOOM icon. Your fleet's color is gray, traders are yellow and pirate and alien ships are orange. Don't forget that retreating a damaged unit can save you a lot of headaches!

LIEUTENANT

Your beginning rank is lieutenant, and your first mission is to restore order to the colony on the planet Achilles. As a lieutenant, you are placed in charge of a Destroyer, and you have access to the following areas. Note that you can access each area by pressing the corresponding function key (shown in parentheses):

The Bridge (F1)

The pause and the time adjust buttons are on the upper left side of the screen. Use these to adjust the rate at which time passes. In your first two ranks (Lieutenant and Captain), both real time and accelerated time are available. Upon achieving the rank of Commander, you will be able to accelerate time even more.

The box to the right displays your available credits, accumulated daily from taxes and trade income.

The boxes to the right of that display the galactic standard time. After countless debates, the galactic standard time was set to the revolving time of Centronom, the new center of the Empire. Centronom is a slowly rotating planet, its speed approximately 1/40 of the Earth's.

To the right of that is the information box, displaying the name of the icon under your pointer.

Messages are displayed at the lower left side of the screen, and the name of the screen (e.g., Starmap) is displayed to the right of that. Click here to return to the ship's interior. If your rank is Lieutenant or Captain you will exit to the bridge. If your rank is Commander or higher you will be able to access additional information screens. If you click the red Message indicator at the bottom of the screen, you exit the bridge and go to your message panel.

Message panel: This panel has two modes: view incoming messages (PLAY icon) and send messages (SEND icon). Unread messages are displayed in red.

Starmap (F2)

Along with the Bridge, the Starmap is the game's most important screen.

From the Starmap you can move your fleet, view planets, add satellites, and initiate a space battle.

The selected planet's name is displayed at the top of the control panel on the right. You can cycle through the planets using the PREV/ NEXT icons.

Clicking on the PLANET icon (or double clicking on the planet) takes you to the Colony Screen. Details of the selected planet appear at the lower left hand corner. If you wish you can click on the planet's name and rename it. Also displayed is the owner's name, the planet's surface, its population and its morale. You can also see whether the colony has any satellites, space bases, or orbital defense fleets (only available if you have a military spaceport on the planet). If it's an alien planet, you need to have a spy satellite orbiting the planet before you can enter the Colony Screen.

If a fleet is selected, information about the fleet is displayed — its name, empire, speed and destination. A fleet's speed is determined by the slowest ship in its group (flagships, cruisers, destroyers), so it is useful to produce hyperdrives and equip them. Note: Due to conflicting reports, information about alien fleets is rarely accurate.

Four Zoom modes are available:

The magnifying glass icon zooms to the center of the map. Left mouse button will zoom in, right will zoom out.

Normal button does not have any function on the starmap.

Scroll button: You can scroll around the zoomed-in starmap using right mouse button.

In Zoom mode you can click on a planet or fleet on the map, and then zoom in with the left mouse button or out with the right mouse button.

The INFO button takes you to the INFO screen (see later); the BRIDGE button returns you to the bridge.

A small-scale version of the starmap is displayed in the lower right hand corner. You can move your fleet by right-clicking on this small screen. In the lower ranks (Lieutenant, Captain, and Commander) you cannot zoom fully out on the map. In that case a yellow border indicates the actual playing field. You can drag the zoomed playfield with the left mouse button.

Starmap customize buttons.

Radar: The blue dots on the starmap represent the radar range. Use this
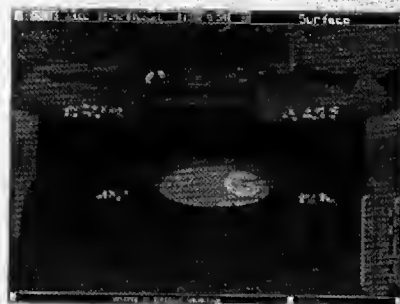
button to toggle the radar display ON/OFF on the Starmap. When the display is ON, radar range for both planets and ships is displayed on the starmap. Enemy spaceships that are out of radar range are NOT displayed on the map. Depending on the quality of your radar, you will receive varying amounts of information about enemy fleets.

Stars: Toggles stars ON/OFF.

Fleets: Toggles fleet routes ON/OFF.

Grids: Toggles grid display ON/OFF

Name: Cycles through the following diplays:

Fleets Only, Planets Only, Both, or None.

Under certain circumstances a new icon may appear next to the customize icons, giving you additional options. For example, if you click on a planet and you have satellites in stock, an Add Satellite icon will appear. Or if you move a fleet with a colonization ship next to a planet that can be colonized, a Colonize icon will highlight. If you have no information about a planet (no satellite is present) you cannot colonize it.

The starmap playfield: On this screen each race in the game is represented by a specific color. If you don't have enough information about a planet, its name is either not displayed (no information), or is displayed in gray (not enough information). Spy satellites will relay more information than satellites. The same color applies to the planets and fleets under each race's control.

Red:	Garthogs
Yellow:	Sulleps
Green:	Dargslans
Purple:	Dribs
Dark blue:	Free Nations Society
Light blue:	Alliance of Free Traders
Cyan:	Ychoms
White:	Morgarths
Dark red:	Pirate
Light green:	Ecaleps
Gray:	Trader ships

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Fleets are also displayed on the map. Note that you cannot enter the fleet equip screen if the selected fleet is of alien origin.

To move your fleet, select it, then select a destination while pressing ALT. The fleet will enter MOVE mode and move to the destination. Similarly, you can initiate ATTACK mode by pressing the CTRL key as you select a destination.

OTHER ACTIONS

M:	Move mode
A:	Attack mode
S:	Guard (stop) mode
+/-:	Cycle between your planets.
Cursor arrows:	Move on starmap if zoomed in.
Left Mouse Button + ALT:	Move
Left Mouse Button + CTRL:	Attack

Space Battles

A space battle is initiated by attacking a hostile ship in the Starmap. You can Move To or Attack a hostile ship in the Starmap by clicking on your ship, and then holding down the ALT key (to Move To) or the CTRL key (to Attack) the target ship. If you have attacked a ship, as soon as your ship reaches the target ship, the Space War screen is displayed.

Tip: As soon as you begin a space war, press the Spacebar to freeze time. While time is frozen, you can still send messages and communicate with other spaceships. Early in the game, it is advisable to ask questions before you shoot. If you use freeze for an overview of the battlefield, you can still assign movements or attacks, but you can only fire one rocket from your flagship.

You have several methods of moving your ships during space battles. You can select a ship with the left mouse button and right-click to an empty space to move it there, you can right click on an enemy to attack it, or you can right click on your ship to make the selected ship defend it. The same applies for groups (create groups with left-click and drag). You can create default groups with Shift and the 1 key for Group 1, Shift and the 2 key for Group 2, etc. As is the case in ground battles, pressing the 1 and 2 keys, for example, will reselect Groups 1 and 2. The "A" key selects all the spaceships. Likewise, " F" selects all fighters, " C" selects cruisers/destroyers, and " L" selects flagships.

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Another way to move and attack is through the panel at right:

STOP: stops the spaceship.

MOVE: causes the spaceship enter MOVE MODE, allowing you to select multiple destinations (up to five) by assigning waypoints.

KAMIKAZE: This option is only useful for fighter ships. Kamikaze is useful when your spaceship's damage is high; select a target for the fighter to destroy by crashing into it.

ATTACK: Press this icon to cause the spaceship to enter ATTACK MODE, similar to the MOVE mode. You can select multiple destinations by assigning waypoints, and attack an enemy after you placed your waypoints.

GUARD: If this is pressed, the ship enters GUARD MODE, and you can guard or protect a spaceship by clicking on it, or you can select waypoints as well.

BOMB/FIRE: If this is pressed, the spaceship (usually the Flagship) enters into FIRE MISSILES/BOMBS mode. This means that if you select a spaceship as a target, the flagship will try to launch missiles at the enemy (if there are any in stock). If you select a planetary shield or ion gun as a target, the flagship will use the bombs loaded to fire at the enemy target. You can fire up to six missiles at once from one spaceship. Missiles can be taken care of with lasers or guns, this way your spaceships will automatically fire at the enemy rockets immediately.

ORDERS: This icon displays the orders. It will show you the waypoints, or if you click on a ship, it will show you its target by placing a crosshair on the enemy spaceship. If you select more than one ship, the ORDERS will show you all the waypoints.

DAMAGE: Will show all of your ships and enemy ship's damage. If it is red, that means the ship is damaged. If the line is green, the ship is at full power, or if the line is yellow, that means you have a shield on to protect the ship.

FIRE RANGE: Displays the selected ship's firing range. The guns and lasers have different firing range, as indicated by the colored circles.

GRIDS: Toggles grid display ON/OFF.

ZOOM: Left clicking on ZOOM will zoom in, and right-clicking will zoom out. When zoomed in, the cursor keys will scroll the map, or if you haven't selected any of your spaceships, keep pressing the right mouse button, and move the mouse to scroll around the zoomed playfield. The + and - keys will also zoom in or out.

PAUSE: Freezes the game (like the SPACE key).

RETREAT: Click this icon twice to retreat your fleet. In addition, five display icons let you adjust your two monitors:

SHIP STATUS DISPLAY: Tells you the ship type and its name, with an accompanying picture. Click on a spaceship to see its equipment pods as well. You can review its weaponry here, as well as any pods that might be damaged (indicated in red).

STATISTICS: Displays battle statistics.

SHIP INFO: Lists details about unit type, name, any damage, number of kills, crew, firepower, and equipment. Crew information displays the crew's skills (the more battles the ship has fought, the more proficient its crew, the better they will fight their future battles).

TERMINAL: You can send messages in this window.

ANIMATION ON/OFF: Battle animations can be viewed here.

Battle Damage

Tip: After heavy fighting, it's a good idea to check the equipment on your ships, since some may need to be replaced or re-equipped if they suffer serious damage.

Battle damage is different for fighters with no shields than it is for cruisers, destroyers or flagships. If fighters are damaged, they will be restored to full power by the next battle. This is not true for larger ships, which need more time for repairs. On larger ships, the equipment pods can also take damage, which further reduces the efficiency of the equipment. An equipment pod shown in red indicates heavy damage. After the battle check that ship's equipment pod. If the ship suffers a lot of damage it may not be able to fire.

If you attack a planet, and fire upon ion guns or planetary shields, the surrounding buildings suffer damage the same way the structures do. Unless you have a bunker, the population will decrease during bombing and ground battles.

Planetary Information

Planets are identified by name on the Starmap. If a planet's name is not visible, it means you have not established contact with it. It may be uninhabited, or it may be inhabited by alien colonies. Under these circumstances, your first priority would be to deploy a satellite to retrieve vital statistics. If you have a satellite in stock and click on an empty planet on the starmap, you can deploy it by clicking on the "Add Sat" icon. (If you have no satellite in stock, you can go to the Production Screen (F5) to build one). It will soon start to relay information about the planet. If the planet is already inhabited, the satellite may be spotted and destroyed. If you possess the technology, you can deploy a spy satellite, which will relay more information and allow you to spy on the alien race's colony of buildings. It will also relay information about the planet's defense forces.

Colonies (F3)

Tip: Bear in mind that your income is based on taxes. If your population is satisfied, they will not only increase in number, but you will also achieve a higher taxation rate. Try erecting buildings that can improve morale. If morale is low, try decreasing the level of taxation for a while. See Appendix B for more information on buildings.
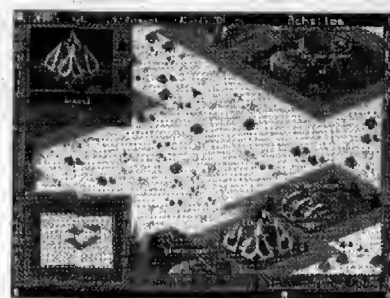
Your main mission as Lieutenant is to restore order to the colonies in your sector. To do this, you will need to visit the colonies and oversee their reconstruction and development. The following screen shows the colony on the planet Achilles at the start of the game.

Build icon: Click this to display a window showing current building activity and the cost of construction (in credits).

List icon: Takes you to the COLONY information screen, where you can view a list of buildings available for construction. (You can also access the list by pressing L while in this screen).When you double-click on a building on the list, you return to the colony with that building selected. Buildings shown in gray are not available that type of planet, or are restricted for other reasons. (For example, a colony can only maintain ONE development center, and ONE factory of each type). On the colony screen you can also select buildings using the UP/DOWN arrows. A selected building's name is displayed below it.

Click the Build icon (see above) to erect a building on the colony. Before you can begin construction, you need to select an appropriate building site. Different buildings require different amounts of space, so you will need to take that into consideration on smaller planets. If it is possible to erect the building on the chosen site, the entire building site is displayed in green. If you are unable to build there, part or all of the site is shown in red.

Colony Radar: Click on this icon to activate the radar and display the buildings in the colony. Buildings shown in green are fully functional, while those shown in yellow are under construction. Buildings shown in red are not functional, while those shown in dark gray have been demolished. There may be several reasons why a building is not functional. It may have been deactivated, damaged severely, or it may have insufficient power. A small red square indicates which part of the map is being viewed. You can click on this square and 'drag' it to scroll around the map (as with the Starmap). You can also use the cursor keys to scroll around.

Colony Info: This takes you to the colony information screen. See the Information Screens section, below, for more information.

Planet Info: This takes you to the planet info screen. See page 17 for more information.

Starmap: This takes you to starmap. See page 7 for more information.

Bridge: This takes you to the main bridge. See page 7 for more information.

You can remove this line of icons by clicking the small box at the right hand side of the screen.

As you move the mouse pointer over the buildings, their names are displayed at the upper right side of the screen. Clicking a building displays the building information panel:

Energy %: The amount of energy the building is receiving.

Energy: The amount of energy the building is using (in Kw).

Workers: The number of workers required to operate the building.

Working %: Indicates the building's functional efficiency. If this is 100%, the building is functioning without any problems. If it is 85%, the building's full capability cannot be used. The factors that can affect this percentage are: not enough electricity, building damage, not enough workers on the colony.

Product: The amount it produces (for example, the amount of energy the nuclear plant produces).

Tip: Later in the game you will realize that the way you build your colonies can affect the outcome of ground battles. Build your fortresses where you can best defend them, and make maximum use of the available space.

Repairing Colony Buildings

Damaged buildings are less effective and may cause other problems. For example, if a Bakery is damaged, there is less food to go around, resulting in a drop in morale and an eventual decrease in tax receipts.

Undamaged/Damaged icon: If a building is damaged and you click on the Damaged icon, it will change to Repair to indicate that it is being repaired. (Repairing a building requires workers and credits). A building that is under repair displays a flashing number. To stop repairs, click the icon again. If smoke is billowing out of a building it means it is severely damaged. A building with more than 50% damage is automatically deactivated.

Active: Clicking this icon deactivates a building, so it stops drawing power. A deactivated building displays a flashing OFF sign.

Demolish: You can demolish a building at any time at no cost in workers or credits.

If you have deployed a spy satellite over an alien colony, you can view the planet surface as well as the alien buildings. If that colony belongs to another empire, then you will not be able to build or obtain information about the buildings.

Equipment (F4)

The window on the upper left shows your fleet. A single fleet can contain up to three flagships, 25 cruisers or destroyers, and 30 fighters of each type, as well as ground forces. To simplify the display, groups of cruisers or destroyers are depicted with a single icon. Group icons also display a compound number (e.g., "2/7"): the first number indicates which ship in the group is currently selected, and the second number indicates the number of ships in that group. You can cycle through the ships in a group by pressing Enter or by clicking on the icon with the left mouse button (to cycle forward) or the right mouse button (to cycle backward).

Equipping Spaceships

Each Cruiser, Destroyer and Flagship can be equipped with a number of items. Fighters and ground forces cannot be equipped. The larger the ship, the more equipment it can hold. To equip a ship, first click on it, then use the green square on the right to select the items to add. "Act" indicates current equipment; "Max" indicates the maximum available.

Upgrading Weapon Types

You can use the equipment bays for similar types of weapons as well. For example, if an equipped part of the ship has laser 1.0, and you have laser 2.0 in stock, you first need to remove laser 1.0 from the equipment bay before you can replace it with laser 2.0. If your equipment pod has laser 1.0, that means you can use that space to add laser type weapons only. You cannot add radar or any other weapon type to the equipment pod that supports lasers.

To equip items to your ship, you have to be near a planet with a military spaceport. A spaceport provides short range transfer ships to transport the items from your stock pile to the spaceship. Empty equipment bays are indicated by a dotted green line.

When your spaceship sustains damage, specific equipment is also damaged. You can see what areas of your ship are damaged by looking at the equipment. The green squares representing the equipment pods turn yellow to indicate medium damage or red to indicate heavy damage. When bays are damaged, the equipment in the bay is also damaged, which means you could lose equipped laser cannons due to sustained hits. It is important to check your spaceship's equipment after battle. The damaged parts will repair slowly over time, but if you lose weapons due to heavy damage, you will need to re-equip them.

Equipping Planets

A planet can be equipped with ground vehicles (Tanks, Rocket Launchers),

Space Bases, and Fighter ships. Tanks are stored in Colony Hubs and fortresses. Building fortresses on planets allows you to have more tanks. You can also add a maximum of three space stations and 30 fighters of each type to a planet.

Before you can add defenses to a planet you must have them in stock. Click on the planet (in the starmap's small window), and, using the icons at the bottom, select the items you wish to add (space bases, tanks, fighters). Click on the item, and then select the type you wish to add. Finally, click on the ADD or +1 button.

You can also transfer Tanks and Fighters from a fleet. Move the fleet next to a planet and click on transfer. The planet is displayed on the upper left part of the screen, and the fleet is displayed on the upper right. Click on the fighters and the arrows to move one or more of the fighters. Note that you must have a spaceport to add fighters for planetary defense. The fighters are stored on the planet and take off to defend the planet when the enemy approaches

Click on a tank and move as many as you need to the planet. Note, however, that the fleet and the planet have limits as well.

The LIST icon in the upper left hand corner displays a list of your fleets. You can choose your fleet from this list as well.

NEW creates a new fleet, once you have selected the host planet. Select a planet which has spaceport, and click NEW. Add ships from your stock and click on OK when done.

If the fleet is empty, a DELETE icon is active so you can remove empty fleets when needed.

Use the SPLIT icon to divide the currently selected fleet into two separate fleets. Use the arrow icons to add or move selected ships to the other fleet. When moving tanks to another fleet, note that there is a maximum number of tanks that each flagship can carry.

Use the JOIN icon when you wish to combine two nearby fleets into one large fleet. Use the arrow icons to select the ships you wish to join.

A status window at the lower left corner displays information about the selected fleet. If you wish, you can change the fleet's name by clicking on the name and typing in the new name.

The PREV/NEXT icons let you cycle through your fleets. You can also see the number of fighters and vehicles (ground forces) in that fleet. Below these, you can see the destination of the fleet (if it is moving) or the area it is
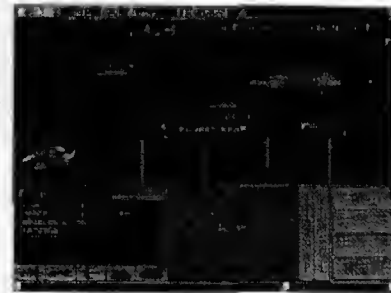
stationed at. In the same status window you can view your secondary selection, either a planet or, if you split your fleet, the second fleet you create.

Info Screens (F7)

The following eight screens are available: Planets, Fleets, Buildings, Planet info, Military info, Inventions, Financial Info and Aliens.

Planets

This screen lists all the known, inhabited planets. The color of the planet's name indicates its owner (See section of starmap). The information   window (upper right) displays the following:

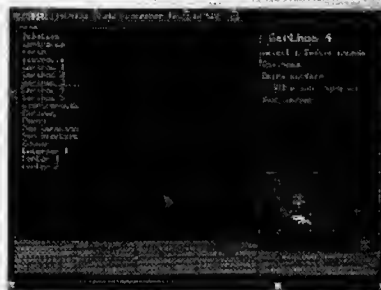Planet's Name/Owner: (to which empire it belongs)

Race: (which empire's colony is present)

Type of Planet:

Population: (The number of people living there and their morale)

Tax: (Taxation level)

A small starmap is displayed in the lower right-hand window. Use the mouse or the +/- key to cycle through the planets

Fleets

This screen lists all the known fleets (i.e., those within radar range). Names are color-coded, and represent the owner race of the fleet. The information window in the upper right hand corner displays information about your fleets.

Fleet name:

Owner: (to which empire it belongs)

Current orders:

Nearest planet:

Spaceships in fleet: Number of Flagships, Destroyers, Fighters, Ground forces

Buildings

This screen lists all the colony structures you can build. Each building is described at the bottom of the screen. If the name of the building is yellow, that means you can build it, if it is gray, it means it cannot be built on that type of planet. For example, you are only allowed one development center per planet.

Similarly, you can build one shield on a planet, and five ion guns. The two numbers in front of each building name indicate (1) the number of this type of building on the planet, and (2) the total number on all of your planets. If these numbers are red, this means that the building is currently under construction on the selected planet.

Tip: Double-click on the building name and you will go to that building on the active (currently selected) planet ready for building.

Planet Info

Displays the planet's name, owner, the race that inhabits it, surface, and population. Also displayed is the population's morale and the increase or decrease in population. This important screen provides a good overview of your colonies. You can cycle through the colonies by using the +/- keys, and monitor the population's morale. If the people are content, their numbers will increase steadily; their morale is also reflected in the taxation levels.

Also displayed is information about the colony:

Living Space: 4089/7000

Hospital: 4089/10000

Food: 4089/5000

Power: 4089/24000

The second number shows the maximum number of people the colony can accommodate and the first shows the amount of living space currently needed. If the needed number reaches the maximum number, the population will demand additional housing. Under some circumstances, the needed number may briefly surpass the maximum, but will drop below it soon after. If something is needed on the colony, the people's morale is affected sooner or later. The needed resources are displayed in red.

You can generate power by building power plants. A Power number shown in yellow indicates a shortage of energy on the colony, although the buildings can still function at a reduced level. Power numbers shown in red indicate that demand exceeds capacity, and that some buildings will be shut down until power output is increased. Morale in the colony will drop steeply if people lose power to their homes.
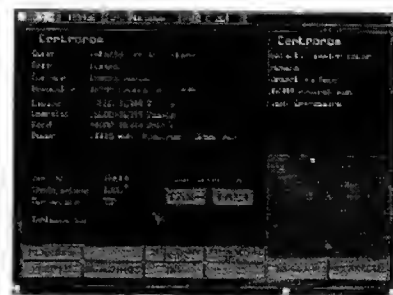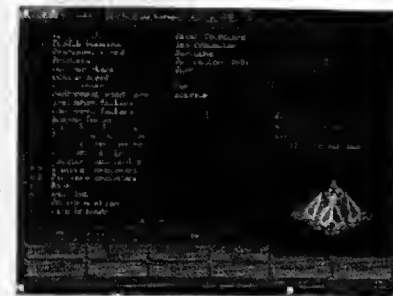
Needed shows what other commodities are needed for the colony; for example, in an arid environment, people will demand a water-vaporator.

Tax income shows the amount of money you receive daily. Trade income is the income of trade on the planet (trader's spaceport, bank, Trade center).

Tax Morale indicates the percentage of the population that actually pays tax. You can affect tax morale in several different ways. For example, you can expand the colony to make the people happier, build morale by increasing buildings (see Appendix B), or you can build police stations to enforce tax collection. If tax morale is high and the people like you, you might try increasing taxes. Click TAX+ to increase the tax, or TAX- to decrease it.

Installations such as space bases, ion guns and shields are also listed here.

Military Info

This screen displays the planet's military data, including its tanks, vehicles, space bases, ion guns, population, and the fighters guarding the planet.
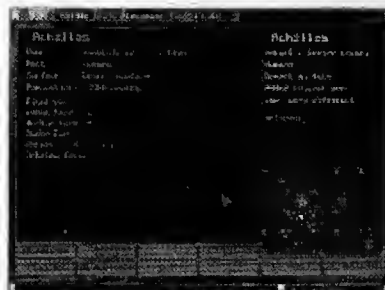
Inventions

This screen lists the inventions and new technology relating to Spaceships, Equipment, Weapons, and Buildings. Names in yellow indicate that the technology has been developed, while those in green indicate that you can begin development. Names in gray indicate that you cannot develop the technology yet and those in white indicate that the technology is under development. On the upper right side of the screen the selected invention is shown in greater detail, with information about its name, status (how complete it is, and how much time is needed to complete development) and budget to date. Also displayed is the required science level and amount of labor. If you double-click on an invention that has been completed, you are taken to the Production screen. If you double-click on an invention that is capable of development, you are taken to the Research screen.
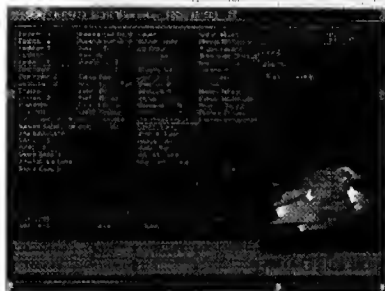
Financial Info

Displays the previous day's financial data for your empire:

Tax income:

Trade income:

Tax morale: [previous day's morale]

Production cost:

Research cost:

Repair cost:

Build cost:

Today displays the present day's expenses for the following items:

Production cost: the amount spent for production.

Research cost: the amount spent on research.

Repair cost: the amount spent on repair.

Build cost: the amount spent on new construction.

Aliens

The relationship chart provides information about the aliens and their relationships to each other, as well as your allies and enemies.

If the numbers in the relationship table are:

White: It means the races are allies.

Yellow: It means the races have a neutral relationship.

Red: It means the races are at war.

This screen can only be viewed if you have reached the rank of Grand Admiral. See the section on Diplomacy for more information about the relationship table.
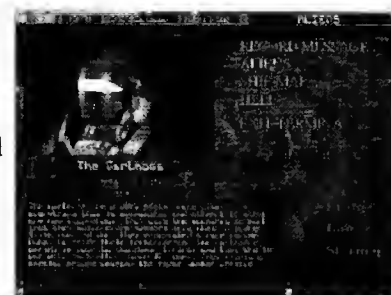
Database computer (F8)

You can access the database computer at any time. The computer has the following features:

Record Message: allows you to record and send messages.

Aliens: contains information about Alien races.

Ship Map: displays overhead map of your current ship.

Help: an on-line help guide.

CAPTAIN

If you have successfully completed your missions as Lieutenant, you will receive a promotion to Captain, and along with that, additional duties and responsibilities. As Captain, you will be in charge of a Cruiser. You will have access to all the resources and information that were available to you as Lieutenant, as well as the following new items:

Production (F5)

This screen lets you use credits to produce spaceships, equipment and weapons. You can only produce items that you have successfully researched. See Development of New Technology, below, for more information. You can also sell unused old equipment at 40% of its original price. Click the Sell button to sell the highlighted item, or hold it down to sell the items continuously.

You need at least one factory in each developement area before you can start production. For example, to produce a fighter you need at least one spaceship factory on one of your planets before you can add this item to the production list. More factories will speed up production. Refer to FULL CAPACITY to monitor productivity. An index of 1000 means that you have one factory (undamaged and 100% functioning). Likewise, an index of 3000 means you have three factories. Each planet can have only one factory of each type.

Some items require special technology before they can be produced. For example, because giant flagships need to be assembled in space, you need to add an orbital factory (space station) to one of your planets before you can start production. (See Equipment section for more information on deploying space stations, or consult the database terminal in your stateroom).

Production (like research) can be split into key areas — spaceships, equipment, weapons and buildings. Each key area is further broken down into the following areas:

Spaceships:

Fighters

Destroyers/Cruisers

Flagships

Space Bases

Satellites

Equipment:

Hyperdrives

Modules

Radar

Shields

Weapons:

Lasers

Guns

Rockets and Bombs

Tanks

Radar Vehicles

There is a production list for each area, and each list has five slots. This means that each area can handle five production projects at a time. To add an invention to the production list, click on the invention and click the ADD icon. If the ADD icon is not present, either all the slots are full (in which case you would need to delete an entry) or the item cannot be produced. For example, although you can research buildings, they need to be built on a planet, not produced.

Once you have added an item to the list, you can adjust the quantity produced as well as the level of importance. To adjust the quantity, click on the arrows to increase or decrease the number, or click on the -10, -1, +1, +10 icons. You can also hold the mouse button down on the arrow icons to adjust the numbers continuously.

The default importance level is 50%, which means that no item has priority over the others. By comparison, items with an importance level of 100% have 1.5 times more production capacity than those at 50%. Capacity, which can be increased by building factories, is displayed at the bottom of the screen. A capacity of 0 means that no production is possible.

The Local (F9)

As Captain, you can visit the Local and talk to other members of your crew. (You communicate with other crew members by clicking on them). Select your questions by clicking on them. Once you have exhausted your questions, you will not gain any new information if you return to talk to the same person. It is a good idea to check the bar from time to time to see if someone new is there.

Ground Battles

At the rank of Captain, you will have to defend the colonies from Garthog invasions.

Tip: Avoid scattering your forces, and place your tanks in close proximity so they can finish off the opponent in short order. Sometimes it is best to let a building be destroyed by enemy tanks than lose the battle.

For more information on controls, see the description of Ground Battles in the Commander section, and review the keyboard commands in Appendix A.

COMMANDER

As Commander, you will be placed in charge of a Flagship. You will have access to all the areas that were available to you as Lieutenant and Captain, with the addition of the following:

Research (F6)

Use this screen to research technology. You need to select the specific items, just as you do in production.

Spaceships:
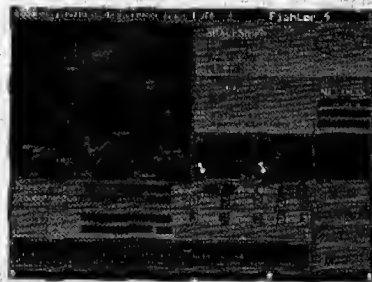
    Fighters

    Destroyers/Cruisers

    Flagships

    Space Bases

    Satellites

Equipment:

    Hyperdrives

    Modules

    Radar

    Shields

Weapons:

    Lasers

    Guns

    Rockets and Bombs

    Tanks

    Radar Vehicles

Buildings:

    Buildings

    Military Buildings

    Colony Radar

    Colony Guns

Clicking on a research project displays its image at the right hand corner. A wireframe image indicates that the project is incomplete and requires further research. You can also obtain the following information:

 A small CD means that the item is available for development
A rotating CD indicates that the item is under development

 A ! mark indicates that the item can be developed, but development will stop because technology is lacking. A rotating CD with a ! mark indicates that the item is under development, but development will stop because technology is lacking.

 A full icon indicates that the item is fully developed.

 A darker icon indicates that it is not yet fully developed.

The following information is visible on the screen:

Project name, Status, Completion, and Time remaining.
The status of a project can be:

Too complicated (you do not have the required technology)

Can be started (you can begin development)

Done (has been developed)

Some research projects are dependent on pre-existing technology. Refer to the NEEDED box for information about dependent technology. If a research project is displayed in green, it means that all the necessary pre-requisite items have been developed. Items shown in red have not yet been developed, and you cannot begin the project. You will first need to develop the necessary technology.

All projects require special technical levels, in fields such as Civil Engineering, Mechanics, Computer Technologies, Artificial Intelligence and Military Technologies. These represent the total number of developement centers required to fully research the project. The required levels are displayed next to the project status. Below that is your technical level (developement centers): if any of the technical levels is displayed in red, it means it is insufficient to complete the research.

The MONEY indicates the amount you will pay for the technology. Increasing this amount results in faster development. An amount such as 5000/7500 indicates that you are paying 5000 for the development, and that the maximum you can pay is 7500. Increasing the amount you pay for development results in faster research. The small window next to this indicates the completion %. The VIEW button shows the development in progress. The START button is always active. Pressing START to begin a new research project will automatically stop any research currently under way. (But the interrupted research can be resumed from that point).

Space Battles Strategies

Although you can engage in space battles at the lower ranks, at the rank of Commander you have access to different strategies. At this rank, when you attack a fleet in the Starmap, a setup screen gives you a choice of different strategies. Strategies differ in their positioning of flagships and cruisers. If you choose group mode, all your fighter types will be in one group. If you select single mode, your fighters will be scattered. Once you have chosen your strategy setup, click OK to enter the space war.

Note that a Flagship 2.0 can be equipped with two different types of rockets, one in each of its two equipment bays. To select a rocket, click the corresponding equipment bay on the ship status screen.

Ground Battles

Although you can be attacked on the ground at the lower ranks, you can only initiate ground battles when you are at the rank of Commander or higher. Ground battles commence when a planet has been attacked and the attacker is able to deploy its forces on the ground. The attacker can be stopped from deploying ground forces if Orbital Defense Systems (space stations and fighters) or Ground Defense Systems (ion cannons and shields) are in place. If a planet that is protected by space stations or ion cannons is attacked, the attacker must penetrate the planet's defenses before launching a ground attack. Ground battles are not over until one side's entire military presence has been destroyed.

Before you can attack a planet, you need to have ground forces available to land on it. Ground forces such as tanks and rocket launchers can only be carried by flagships. In addition, you can only attack a planet if you know which race owns it. If a planet's name is displayed in color, it means that you have obtained sufficient information. If it is gray, you will need to deploy a spy satellite to obtain more data.
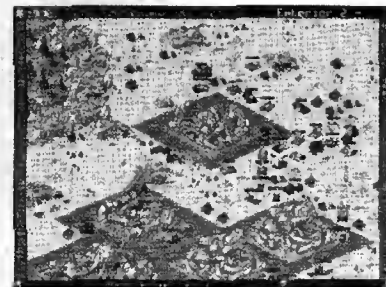
If a flagship manages to reach the target planet, it will deploy its tanks and vehicles on the outskirts of the colony. The defender will place its units inside the colony, next to the buildings. Tanks can only be placed on the grid squares. A window in the upper left side shows how many units have been placed, how many are left, and which is the next unit you need to place. Begin by placing your weakest units, and follow up by deploying your vehicles. You can take back any unit you have placed by clicking on it. Once you are satisfied with the placement of your forces, click the Start Battle icon.

Tip: It's a good strategy to press the pause button immediately after initiating a battle to freeze the action and review the opponent's tactics. Even though paused, you can still assign commands to your tanks (left click to select, and right click on an opponent to attack, or right click on a terrain to move the tank there).

You can select several tanks at once by holding the mouse button and dragging a box around them. You can move a selected group just as you would a single unit. You can add to a selection by holding down the SHIFT key as you click another unit. To keep units together as a group, press SHIFT and a number while the units are selected. For example, you can press SHIFT and 1 while your ground forces are selected to create Group 1. Once a group is created, you can reselect it at anytime by pressing its group number. You can select all your units by pressing A (for All).

Radar car

If you are the attacker with a radar car in your assault group, the enemy units will be displayed as flashing red dots on the radar screen. Note, however that the Garthogs possess a technology that jams the radar signals, making the radar car totally useless.

Missing vehicles?

Sometimes enemy units will hide behind buildings, making them very difficult to find. Under these circumstances, a radar car or a Radar Array building is your only means of spotting the enemy.

Barracks, Fortresses

Barracks or similar military structures are useful for defending colonies. A planet's main building can contain up to eight tanks; a barracks increases

that number by four and a fortress by eight. These military buildings will also fire at enemy tanks and vehicles within their range. Ground battles will not end until they are taken. Barracks and fortresses may surrender if they are hopelessly outclassed, so you don't have to destroy them completely; after you have colonized a planet, you can repair them. To force a fortress or garrison to surrender, click the ACTIVE button and then turn the building OFF.

ADMIRAL

As Admiral, you will have access to all the information and resources that were available to you as Lieutenant, Captain, and Commander, but now you are in charge of the Flagship Thorin, a unique vessel left over from the old empire. As Admiral, the entire galaxy is available to you. You can colonize other planets, make contact with alien races, and expand your empire to the very reaches of the galaxy.

GRAND ADMIRAL

If you achieve the rank of Grand Admiral (many try, but few will succeed), you will be able to practice your diplomatic skills as you deal the other races in the game. You will have access to all the information and resources available to the lower ranks, with the addition of the Diplomacy Room. As Grand Admiral, you will remain in charge of the Thorin.

The Admiral's stateroom on the Thorin

Diplomacy Room (F10)

Promotion to Grand Admiral gives you access to the diplomacy room. Click on the upper side of the screen to display a monitor, and then choose a race to communicate with. Before establishing communication, however, you should review the status of your relationship by viewing the relationship table.

The nature of your relationship with the alien race is indicated by the corresponding color, as follows:

RED   You are at war with the race

YELLOW You have a neutral relationship with the race.

GREEN You are allies.

In addition, the associated numbers indicate how much the alien race likes you; if the number is greater than 80, this means that the race likes you a lot, while a number below 20 means they hate you.

Once you have established contact with a race, there are several topics you can discuss with them. Make sure you are familiar with the races before you threaten or offer them anything. Depending on their characteristics, different aliens might react differently to the same situation. You can find a description of all the alien races in your stateroom computer. You can communicate

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(adopting an aggressive, neutral or humble posture), you can forge trade relationships, offer credits or make peace. It's all up to you. If you have selected an attitude (e.g., aggressive approach), but want to change your mind, you can exit by right-clicking on the text. If the race you are calling does not like your manners, they may terminate the communication (a proud nation may not like to be offered money, for example). Once you have talked to a race, you have to wait for a few days before you can call them again.
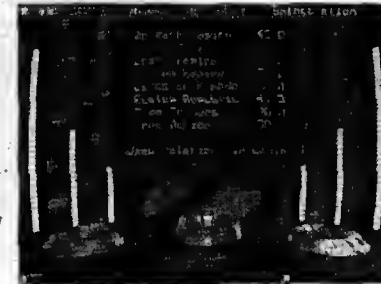
The Aliens

You can consult your database computer at any time for information about the aliens. Here is just a short list of aliens and their corresponding colors. It's a good idea to check out each race's attributes before engaging in diplomatic discussions with them:

Color	Race
Red:	Garthogs
Yellow:	Sulleps
Green:	Dargslans
Purple:	Dribs
Dark blue:	FNS
Light blue:	AFT
Cyan:	Ychoms
White:	Morgarths
Dark red:	Pirate
Light green:	Ecaleps
Gray:	Trader ships

APPENDIX A: COMMAND KEY SUMMARY

In-Game screens:

Key	Action
1,2,3	Set speed ("3" only available at higher ranks)
Spacebar	freeze
P	pause
F1	Bridge

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F2	Starmap
F3	Colony
F4	Equipment
F5	Production (From Rank 2)
F6	Research (From Rank 3)
F7	Info
F8	Database Computer
F9	Local/Bar (From Rank 2)
F10	Diplomacy (From Rank 5)
Q	Quit
ESC or O	Options
+/-	Change selected planet on equipment, colony, starmap, info screens

Colony:

[,]	Change between buildings
+/-	Colony change (between your colonies)
B	Build mode on/off
L	List buildings
Right mouse	scroll on map
Left mouse	select building

Ground battles:

Left button + move mouse	Extended selection of units
Left button	Select unit
Right button	Attack/move
CTRL + mouse	Attack with units
ALT + mouse	Move units
SHIFT + mouse	Select unit
SHIFT + 1-9	Create groups from selected units
1-9	Select groups

Spacebar	Pause (you can still give orders to your units)
Arrow keys	Scroll around map
A	Select all units
Auto scroll is on,	if the mouse is moved to the edge of screen.
T	Select tanks
R	Select rocket cars

Space Battles:

Left button + move mouse	Extended selection of units
Left button	Select unit
Right button	Attack/move
SHIFT + 1-9	Create groups from selected units
1-9	Selection of groups
A	Select all units
Spacebar	Pause (you can still give orders to your units)
Arrow keys	Scroll around map
+/-	Zoom in/out
L	Select flagships
C	Select cruisers and destroyers
F	Select fighters

To scroll around battlefield (when zoomed in), press the right mouse button and move the mouse when no units are selected.

Starmap:

M	Move
A	Attack
S	Stop
CTRL + mouse	Attack
ALT + mouse	Move
+/-	Change between planets
Arrow Keys	Scroll if zoomed in

There are three map modes:

1. Normal mode:

Left button	Select fleet/planet
Right button	Equipment/colony

2. Scroll:

Left button	Select fleet/planet
Right button	Scroll on map (if zoomed in)

3. Zoom:

Left button	Zoom in
Right button	Zoom out

APPENDIX B: BUILDINGS

The following is a description of a selection of buildings to give you a general idea on how a colony is organized.

Colony Hub-This is the "Colony main building", the nerve center of the entire colony. Colony life is not possible without this building, so you must build a Colony Hub before you can start anything on the colony.

HousesHouses of various sizes provide living space for the colonists.

Generators-These buildings provide electricity for the colony.

Agricultural Facilities-This facility provides food for the colonists.

Factories-These building increase your production capacity on the different territories, like spaceships or equipment.

Development Centers-The development centers increase your knowledge in the various scientific disciplines such as Civil engineering, Mechanics, etc.

Military spaceport-Provides a link between your supplies on the planets with your fleets. You can add equipment, weapons or tanks to your fleet only if your fleet is stationed near a Military Spaceport, which carries the required technology on board.

Trade buildings, banks-These buildings increase your trade income. These are usually long-term investments.

Barracks-There are three types of military buildings, the Barracks, Fortress and Garrisons. These provide additional protection to the colonies (will fire at enemy tanks when they near them) and will enable the colony to store more tanks.

Ion cannons-Ground based space defenses.

Recreation Centers-These facilities (stadium, park, church etc.) increase the morale of the population.

TROUBLESHOOTING

If you are having problems running Imperium Galactica, try the following:

Problem:
The game just won't work at all.
Solution:
Do you have enough conventional memory available? You need 550K of conventional memory free to run the game. Try running the Memmaker program that comes with DOS or the equivalent for other memory managers such as QEMM to free up enough memory. You could also try editing your configuration files as shown below.

In DOS:

```
Config.sys
device=c:\dos\himem.sys
dos=high,umb
device=c:\dos\emm386.exe noems auto *
device=c:\(your CD-ROM driver directory)\(your CD-ROM driver.sys)
files=50
buffers=30


Autoexec.bat
set blaster=(your settings)
set sound=(your settings)
lh c:\(your sound card drivers)
lh c:\(your CD-ROM driver directory)\(mscdex.exe) (your CD-ROM settings)
lh c:\dos\smartdrive /x 1024 **
lh c:\(your mouse directory)\(your mouse driver)
** For improved performance on some systems.
```

In Win95:

```
Config.sys
device=c:\dos\himem.sys
dos=high,umb
device=c:\windows\emm386.exe noems auto *
files=50
buffers=30
* If you experience any problems when loading, remove this line.


Autoexec.bat
set blaster=(your settings)
set sound=(your settings)
```

Problem:

I have a Soundblaster compatible card but the sound will not work.

Solution:

Imperium Galactica will function with 100% compatible Soundblaster cards. Some cards that claim to be 100% Soundblaster compatible are not, and Imperium Galactica will not work with these cards.

Problem:

I have corrupted graphics.

Solution:

Some Video cards may not be 100% VESA compatible. On the Setup Screen (after running Install) under the Options button is an option "Change Video Mode During Animations". Set this to "+".

Problem:

The animations keep freezing for long periods of time.

Solution:

On the Setup Screen (after running Install) under the Options button is an option "Change Video Mode During Animations". Set this to "-".

Problem:

The game is jerky when played under Windows 95.

Solution:

Imperium Galactica runs optimally under DOS. Follow the instructions for resetting to MSDOS mode in the "Starting the game" section of the manual.

Problem:

The game will not run under Windows 95.

Solution:

Try editing your configuration files so that EMM386 is removed or it has the AUTO switch installed.

Problem:

I have minor sound corruption under Windows 95.

Solution:

On some machines, a PS2 mouse set to IRQ 12 will cause minor sound problems. Running the game from MSDOS will play the sound correctly.

Problem:

Some soundcards will not autodetect if the IRQ is not set to 5 or 7.

Solution:

Configure the soundcard manually or change the IRQ.

TECHNICAL SUPPORT (U.S. & CANADA)
Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtinteractive.com, twenty-four hours a day, seven days a week. In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information. You can also visit our Forums area, where you can swap email with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area where you can pick up some tips, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8:00 AM until Midnight (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Product Return Procedures In The United States & Canada
In the event our technicians at 716-871-6646 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Authorization Number supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp.
Attn: TS/QA
1 Nixon Lane
Edison, NJ 08817

If our technicians determine that the product storage medium is found to be defective within ninety (90) days
of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

Technical Support (Europe)

Help Via Telephone In Europe

Technical Assistance: English speaking customers call 01923 209145

Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

Technischer Kundendienst: Beachten Sie bitte dass sich unser technischer Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: 00 44 1923 209151

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